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9. (Amended) A method comprising:
receiving a command to instantiate a first instance of a single object having a plurality of dynamic behaviors associated with the object;
looking up data regarding the plurality of dynamic behaviors in a data store; and,
instantiating the first instance of the object from the data regarding the plurality of dynamic behaviors in the data store.

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14. (Amended) The method of claim 10, further comprising:
looking up data regarding the plurality of dynamic behaviors in the data store as have been changed; and,
instantiating a second instance of the object from the data regarding the plurality of dynamic behaviors as have been stored in the data store, wherein the first and second instances of the object exhibit different dynamic behaviors.

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15. (Amended) The method of claim 14, further comprising:
instantiating a data providing object to provide data regarding the plurality of dynamic behaviors; and,
instantiating at least one instance of the object from the data regarding the plurality of dynamic behaviors.

16. (Amended) A computer-readable medium having data stored thereon representing:
a single object having a plurality of dynamic behaviors associated with the object;
a data store to store data regarding the plurality of dynamic behaviors; and,
an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

17. (Amended) A computer-readable medium having a computer program stored thereon for execution on a computer, the program performing the method comprising:

receiving a command to instantiate a first instance of the single object having a plurality of dynamic behaviors associated with the object;

looking up data regarding the plurality of dynamic behaviors in a data store;

instantiating the first instance of the object from the data regarding the plurality of dynamic behaviors in the data store;

changing the plurality of dynamic behaviors;

looking up data regarding the plurality of dynamic behaviors in the data store as having been changed; and,

instantiating a second instance of the object from the data regarding the plurality of dynamic behaviors as have been changed stored in the data store, wherein the first and second instances of the object do not exhibit the same dynamic behaviors.

18. (Amended) A computer comprising:

a memory;

a processor

a data store of the memory to store data regarding a plurality of dynamic behaviors of a single object; and,

an application executed by the processor from the memory to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

20. (New) The system of Claim 1, wherein the object instantiates at least one of the plurality of dynamic behaviors during instantiation of the object.